



Akkadian Rhythms

Combat & Equipment

All of the Clans of the Akkadian realm wish to live their lives in prosperity. Yet their plans for peace do not always work out. Danger arises all too often, and in order to meet the challenges, there are many types of combat and rules to govern them.

Free Narrative

Most of the game should be explorable through **Free Narrative**. This is when there is no significant danger of failure or harm. Characters may use traits of theirs to explain how they will address challenges, and most often they simply work without needing to roll any dice. Traits from the descriptions in a character's Clan, Skillset, and Epic Poem can be used by the player in their narrative as things they are simply good at. If an action has a specific element of danger or risk of failure, a **Skill Check** may be used to resolve the outcome.

Skill checks

When actions require a resolution, skill checks are used to test the stats against a difficulty or another contestant. A base stat is used and the contestant rolls a d6 for each point in that stat, attempting to get the most **Successes**. Every 6 shown on a die scores a success. For dice



less than 6, doubles also score a success.

Skill checks rolled against another character are **Contested**, and both contestants roll a skill check. The character with the most successes wins. The defender wins ties. If no successes are scored, roll again.

If the GM chooses, contested skill checks can be resolved using the simple method by just comparing the base stat. The higher stat simply wins the contest.

When a character is pitted against a situation, count the successes against a **Difficulty**. Only **1** success is needed for a simple task, **2** for a challenging task, and **3** or more for difficult tasks. When contesting a skill check with others, the contestant with the most successes wins. Some tasks may simply be too difficult for a character as they cannot roll enough successes, this is ok.

If a skill check is called out, the base stat will be listed. Such as a skill resisted with Dex requires both contestants to roll Dex. Different stats may be used, such as resisting with Wis against Dex, leading the defender to use Wis against the attackers Dex.

When the stat is not called out, use the following guide to help decide which stat to roll for a skill check.

- Str** - Brute Force, Combat Training, Wrestling, Upper Body Strength
- Dex** - Maneuverability, Defensive Training, Athletics, Stealth
- Agl** - Evasiveness, Nimbleness, Flexibility, Reflexes, Instinct
- Int** - Knowledge, Insight, Memory, Learning, Observation, Perception
- Wis** - Discernment, Willpower, Judgement, Intuition, Wits, Foresight
- Con** - Resilience, Fortitude, Health, Endurance, Resolve, Physique
- Ftn** - Attunement with Fate, Luck, Charm, Charisma
- Move** - Mobility, Alertness, Speed, Readiness

Combat

When danger arises, events are tracked minute by minute. At this point players will follow a turn order and declare actions for their character to take. Within a turn, each character takes their movement and performs an action. This is where players engage in combat, use their skill actions, or try to perform clever actions and stunts.

Combat Rounds

On a combat **Round**, each combatant takes a **Turn** in order. This order is determined by the Combatants with the highest **Move** stat. When there is a tie, players and their ally's go first. Players who tie agree on their order. On a turn, each combatant can make a **Movement** and perform an **Action** in either order. They can move first or perform an action first, but movement cannot be split.

All actions on a round take place during the same time frame. Turns are abstract to show who acts first, but the pandemonium all takes place simultaneously. A round takes anywhere from 10 seconds to a minute. The type of actions taking place determines how long they should last, and should be consistent until the combat ends.

There are several types of actions. **Regular Actions** can be performed once per turn. They are typically an attack, skill action, maneuver, or stunt meant to change the battle.

Instant Actions can be performed once per turn at any time. Such as in the middle of movement or during an attack. Examples are using an item or activating an effect that is not a standard action.

Immediate Actions are triggered by other effects. There is no limit on the number that can be taken in a round. They can even take place on other combatant's turns.

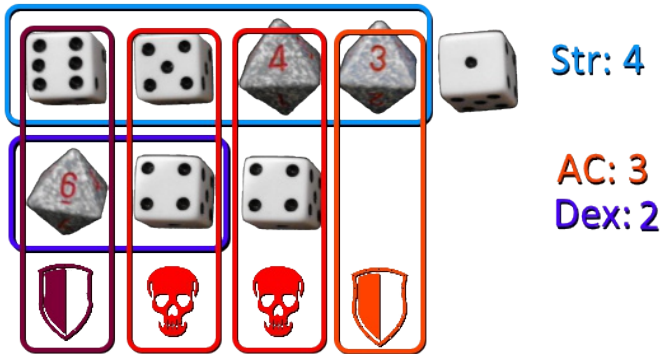
Combat Explained

There are several unique types of combat. Specializing in them makes characters unique.

Melee

The most common type of combat is **Melee**. The attacker rolls the **Attack Dice** listed on their weapon. The dice are then ordered highest to lowest. For the attacker, a number of dice equal to their Str are kept and the rest are discarded, keeping the highest. This is known as the **Effective Dice**. Any remaining dice that are not higher than the defender's **AC** are discarded.

The defender rolls their **Defense Dice**, which is based on their **Helmet**, **Shield** and **Body Armor**. Both sets of dice are then ordered from highest to lowest. For the defender, a number of dice equal to their Dex are kept and the rest are discarded, keeping the highest. These are the effective dice for the defense. Compare the highest attack dice to the highest defense dice one at a time. If the attack die is higher, a point of damage is dealt. Follow this with every die until the



attack runs out. If there are not enough defense dice to defend, then the remaining attack dice cause damage.

Attack dice that are defeated by defend dice are considered **Defended**. Attack dice that are defeated by AC do not make contact with the target. If all effective attack dice are below the defender's AC then the attack was a **Miss**. An attack that causes at least 1 point of damage is considered a **Hit**.

Engaged in Combat

When a melee attack does not miss a target, the target is considered **Engaged** in combat, even if they defended all of the damage. Targets that are engaged in combat can move closer, but may not move away unless they attempt to **Break Combat** with a skill or maneuver.

Targets can only be engaged with a single attacker at a time. Any additional melee attackers are Flanking the target and gain a bonus. An attacker is not considered engaged with their target unless the target attacks back, and does not miss. Attackers who have a target engaged, but are not engaged themselves, can move away, which ends the combat engagement. Engaged targets that are pushed or knocked away are immediately disengaged. Combat engagement ends if the attacker starts engagement with a new target.

Targets that are engaged may not use ranged attacks or throwing weapons. Spells can only be cast on the attacker who the target is engaged with, or those flanking the target. They may use spells that are centered on the caster or area effects centered on the attacker.

Piercing

When an attack has sufficient **Piercing** damage, such as spears or ranged weapons, armor no longer provides adequate protection. The attack for a piercing attack rolls like a regular melee attack, it has to beat AC like normal, but the defense is a little different.

When defending against piercing damage, the defender must have a **Shield** ready. Find the largest sized die from the shield. This is the piercing defense base die. Roll one of the base die for every Dex. They are all effective. The rest of combat follows regular rules. Shields usually provide better defense against piercing than regular attacks.

Armor described as **Effective Against Piercing** can be used like a shield. Defenders who do not have a shield may attempt a defense that **Dodges** the attack. An untrained dodge rolls a single d6. They will need to rely on their AC for the rest of their defense.

Ranged Weapons

Bows and self firing weapons, like crossbows, follow **Ranged** combat. They attack at a minimum distance of **8** spaces with an additional space for each **Str**. Ranged weapons are normally piercing weapons and follow piercing combat. Ranged weapons do not gain flanking bonuses and cannot engage a target in combat. Ranged weapons cannot be used when engaged in combat.

Throwing Weapons

Throwing weapons follow melee combat rules. They may be thrown a distance of **4** spaces minimum, and can travel an additional space for each **Str**. Throwing weapons can gain a flanking bonus, but they cannot engage a target in combat. Throwing weapons cannot be used when engaged in combat.

Magical Combat

Magical Combat is rolled like a contested skill check using **Wis**. The attacker and defender each roll a d6 for each of their Wis and count successes. If the attacker wins, the defender is affected by the spell. If the defender wins, the spell fails but the magic points are not spent. Spells that summon or have an area of effect are conjured immediately and the magic points are spent when it is conjured, even if targets within the area of effect successfully defend. Spells that use the terms **Conjured**, **Summoned**, **Enchanted**, or **Created** use magic points even if they fail.

Magical combat is used when a skill action uses **Magic Points** to cast a spell or otherwise create a magical effect on a target. Some magical skills specify which stats to use in place of Wis for attacking and defending.

Maneuvers

As an action on a turn, characters may make a maneuver. These actions attempt to avoid or enhance combat in some way. Unlike other actions, maneuvers can be made while moving, allowing a character to split their movement, performing the action part way through the movement. There are several types of maneuvers and each changes the battle slightly.

Running is a maneuver that allows the character to move further on this turn. The additional distance is equal to Agl, with a minimum of 2.

Sprinting is a maneuver that sacrifices all safety for speed. The character doubles their movement for this round, but gives melee attackers an advantage on their attacks. Ranged and thrown attacks take a disadvantage. If any of the ground being sprinted over is difficult, the character risks falling over and must succeed at an appropriate skill check to stay standing.

Diving is a maneuver that attempts to avoid danger, but does not increase the distance moved. The dive may leap past danger, usually requiring a skill check. Attacks made against this character suffer a disadvantage until their next turn.

Fleeing is a maneuver that allows a character to risk additional danger in order to escape a dire situation. A fleeing character breaks combat engagement by allowing the attacker a single immediate melee attack. The fleeing character can then choose to instantly run or sprint as they escape.

Brawling is a maneuver made to start a direct altercation. A target can be shoved to steal their attention. Both combatants then become engaged in combat, and the brawler may not continue to move. If the brawler has at least 1 space of movement left, they can push the target one space backwards, resisting with Str. If successful, both characters move.

When brawling in free narrative, use Str skill checks to determine a winner, rerolling ties. The first combatant to win 3 skill checks is the victor. The combatants should not lose life points in these scuffles, unless it becomes extremely violent.

Milestones

Stats increased to high levels become **Milestones**. When a milestone is reached, the minimum dice used for the related roll increases. Milestones take place at **8**, **10**, **12**, and **20** corresponding to the dice sizes of d8, d10, d12, and d20. For example, when a character with 8 Str attacks with a d10 and 2d6 weapon, they roll d10 and 2d8 instead.

Str Milestone - Minimum die size for an attack roll.

Dex Milestone - Minimum die size for a defense roll.

Wis Milestone - Minimum die size for the duration of a spell.

Int Milestone - Minimum die size for the duration of magical items.

Con Milestone - Minimum die size for the effect or duration of a potion.

Resistances and Damage Types

When a target is **Highly Resistant** to damage of a certain type, there is still a chance of harming it. Combat rolls against a highly resistant target reduce to a single d6. Milestones do not improve this number. When using skill checks or magic against a highly resistant target, the skill check takes a major disadvantage. This represents the ability to damage the target with the sheer force of the attack. A stone monster that can't be harmed by blades can still take damage from the force of the contact with the weapon.

Types of damage are separated as either **Physical** and **Elemental**. Physical damage is usually **Piercing** or **Normal**, but can also be divided further by weapon type and description. Elemental damage is split into the following types and their descriptions.

When the story dictates extreme actions, then the victim of a violent event takes **Cinematic Damage**. At the GM's discretion this can be applied to targets to maim them or kill them instantly. Maimed targets often take a permanent penalty. This kind of damage should not normally affect players.

Fire - Flames, blazes, explosions, and molting lava

Lightning - Electrical strikes and energy

Air - The force of wind and weather, both hot and cold

Water - Crashing waves, crushing currents, and forceful spouts

Cold - Ice and the chilling bite of freezing temperature

Earth - Crushing rocks, quakes, and landslides

Curses and Illness - Sickness, poisons, pestilence, and curses

Spirit - Ghostly pain, possessions, charms, and withering

Darkness - Life devouring, unholy, dreadful nothing, like fall of night

Alchemic - Acidic, corrosive, and toxic substances

When a target is **Immune** to a damage type, all attacks of that type will miss. There is not even an opportunity for the force of an attack to cause damage, such as a spirit immune to physical damage.

Effects that require a skill check can still be related to a resistance. Such as resistance to air when being knocked over by a gust of wind. Highly resistant skill checks that are not contested gain bonuses. Immunity to a skill check that is not contested grants either an automatic success or bonuses depending on the situation.

Advantages

Advantages are events that increase or decrease the effectiveness of an action. Advantages are gained through **Bonuses** and **Penalties**. These are awarded commonly through **Story Advantages** and through **Regular Combat Advantages**.

Story Advantages

Tools that exist to help resolve the unknown aspects of a story so that they can affect the mechanics of actions are called story advantages. They are situational events that provide **General Bonuses** or **General Penalties**. Players are expected to discuss the story with the GM and identify which kind of advantages that they believe should arise in the situation, as this is part of telling a story together.

General Bonuses

Based on the situation, the story may dictate that a bonus is necessary. This is a tool of the game to help resolve a story aspect that should affect an action. When adding a general bonus, such as **Attacking** and **Defending**, add dice to the roll. The size and number of bonus dice is up to the GM. The size of the dice represents precision and quality, d6 being poor, d8 being average, and d20 being masterful. The number of dice represents the repeatability and talent, with 1 being average and 3 being highly trained. These bonuses can increase the effective dice of the roll if the events add force or potency.

For **Skill Checks** and magical combat, bonuses increase the number of dice rolled. This number is up to the GM. Adding dice representing more focus, luck, or inspiration. A single die is a dramatic display, and 3 dice is a fateful stroke of genius, luck, or divine intervention.

Movement gains bonuses of 2 spaces or double the movement score. This bonus ranges from athletic boosts of energy to extreme conditions.

When the story dictates extreme actions, then the victim of a violent event takes **Cinematic Damage**. At the GM's discretion this can be applied to targets to maim them or kill them. Maimed targets often take a permanent penalty. This kind of damage should not normally affect players.

General Penalties

Similarly to bonuses, general penalties are based on situation and are used to resolve an aspect of a story in an action. For general penalties, such as **Attacking** and **Defending**, the GM removes dice from the roll. Normally start by removing the smallest sized dice. For extreme situations, remove the largest sized dice first. Losing a single die covers most penalties, especially failures, missteps, mistakes, and bad strategic position. Losing 2 or more dice represents the gravest of errors in the face of insurmountable foes.

For **Skill Checks** and magical combat, the GM removes dice from the roll. Removing a single die represents clumsiness and general failure of ability. Removing 2 or more dice represents difficult obstacles or illogical outcomes. The GM may choose to only count rolls of 6 as a success, representing unlikely odds.

Movement can also take penalties. The GM decides a number of Movement to reduce. This is typically 1 or 2 for unfriendly terrain, and half of Movement when physically restricted. When totally restrained or held, such as through magic or deep mud, the target must succeed at relevant skill checks for each space moved.

Sometimes a target can open themselves up for an attack of **Opportunity**. Instead of taking a penalty, attackers gain a bonus.

Common Story Situations

Some story situations occur more often than others. It is up to the story to determine when to grant bonuses, but these situations are suggestions. General bonuses can happen from situations such as attacking from a fortified position, being shrouded from view, or attacking a target who is impaired. General penalties can apply to situations such as being distracted, knocked over, dazed, restrained, frightened, exhausted, blinded, and on uneasy footing.

Penalties to movement often happen to targets that are entangled, restrained, knocked over, on difficult terrain, submerged, over encumbered, or struggling to overcome harsh weather.

When deciding to apply a bonus or a penalty consider their impact. Remember that a bonus potentially causes more damage but usually only affects a single roll. Penalties don't typically increase potential damage, but they often apply to multiple rolls if there are many attackers.

Regular Combat Advantages

Although most advantages should be determined by the story, there are some bonuses that are always available. These are regular combat advantages and are an important part of forming strategy in combat. Players who are focused on combat should become familiar with them. Regular combat advantages are made up of **Regular Combat Bonuses** and **Regular Combat Penalties**. Regular combat bonuses are not improved by milestones.

Regular Combat Bonuses

Attacking a target that is engaged in combat provides a **Flanking** bonus. This adds a d8 to the attack roll.

Attacking a target that is completely unaware, such as sneaking up on them, provides a **Surprise** bonus. This adds a d20 to the attack roll and increases effective dice by 1.

Regular Combat Penalties

Some equipment requires specific training. Weapons and armor can list which skillset disciplines teach the skills needed to use them. If a character knows a skillset within any of those disciplines, they can use the equipment without penalty. Those attempting to use the equipment without a skillset are performing **Untrained Combat** and take a penalty.

Attempting to attack while unarmed or with an improvised weapon is considered an **Untrained Attack**. Untrained attacks are made with a single d6. Str milestones can improve this attack.

Characters can always attempt an **Untrained Dodge**, even when unarmored. This is simply attempting to dive out of the way of an attack. This dodge is made with a single d6 and can be used against piercing attacks. Dex milestones can improve this defense.

Mounted Combat

There are many disadvantages for **Mounted Combat**. When a character attempts to ride a mount without a trait or skill that teaches them to ride they are **Untrained Riders**. While mounted, riders use the initiative of the rider and the movement speed of the mount.

Untrained riders cannot use throwing or ranged weapons from a mount. When attacking with a pole weapon, untrained riders attack with a penalty. When attacking with other melee weapons, untrained riders make untrained attacks.

It takes an entire round to mount and dismount. The mount can move to the rider on its turn, but the rider may not perform movement on this round.

When an effect would knock over a target, a rider on a mount is **Knocked Off**. If a trained rider fails to resist an effect that knocks them over, the mount can also resist, saving both of them if it succeeds. If the mount fails this second attempt, both the mount and rider are knocked over. If a rider is knocked off of their mount, they are immediately attacked with a single d6 from the fall.

Downtime

Combat and free narrative takes place during a **Mission**, sometimes part of a larger quest or part of an open world. No matter how they are structured, **Downtime** takes place between missions.

When in downtime, characters can **Rest**. Resting for a night with rations restores full life points and magic points. they can restore all of their life points and magic points. Being interrupted, or without food, restores only half Life Points and no Magic Points.

During downtime in a city with a market, characters can purchase equipment from **Merchants**. Big cities should have all of the equipment available. Smaller villages may not provide the whole list for sale. Purchasing **Services** requires being in a place with the right merchants or temples.

Money and Finances

Silver Standard

The main unit of money in the Akkadian realm is the **Shekel**. This is a silver coin, sometimes rectangular, adorned with pictures of barley. The Shekel is equal in value to 180 grains of barley, which can be exchanged for the same value. Money in this realm uses the silver standard, and values of goods and services are described in shekels.

A Shekel is a weight of silver. Four Shekels make an ounce of silver. It can also be used as a weight of other materials, such as gold. When talking about weight, the material is always mentioned, such as a shekel of gold. When talking about the silver coin, it is referred to simply as a shekel, or a standard shekel. When referring to a shekel of barley, the weight measures all 180 grains, which is about 3 times heavier than a shekel of gold or silver. A shekel of barley is worth the same as a standard shekel.

Because a shekel is a weight, silver and gold jewelry is referred to by their value. Silver and gold bands are very common types of jewelry. A 4 shekel silver ring would weigh as much as 4 standard shekels and have the same value. Jewelry is commonly used in transactions the same as coins.

When dealing in large amounts of money, a **Shekel of Gold** can be used. It is the same weight as a standard shekel but has a higher value. There are 12 standard shekels in one shekel of gold. This type of coin is rare, usually only used by the most wealthy. They are often sewn into clothing or strung onto necklaces. Jewelry worth a shekel of gold is more common than the coins.

Larger weights of precious metals can be used for larger transactions. There are 60 shekels in a **Mina** and 60 minas in a **Talent**. These measures can get very heavy and expensive. There are 64 shekels in a pound. A mina is about a pound. A talent is 60 pounds and there are about 30 talents in a ton. Both silver and gold can be weighed in minas and talents. A mina of gold is worth 720 standard shekels. A talent of gold is worth 43,200 standard shekels.

When dealing in small amounts of money, **Grains** of barley are used. A grain of barley is simply called a grain. Sometimes other cereal grains are used in transactions at the same value. Grains retain their value as money as long as they have not rotted, gotten wet, or become moldy. Grains are stored in glass jars and cloth sacks, often 1 shekel of barley per container. A shekel of barley represents payment for an unskilled laborer for 1 day of work. Characters can be assumed to be able to trade or work for enough money to cover costs in grains, and should not keep track of transactions in grains.

Foreign Money and Ancient Beads

Money from other societies that have since been conquered can be found. These coins are known as **Darics** and **Sigloi**. A daric is a gold coin stamped with the picture of an ancient hero who led one of the epochs. A daric is worth 4 shekels. A siglos is a silver coin stamped with pictures of laborers or goods. The plural of siglos is sigloi and there are 20 sigloi in a daric.

Other ancient money also exists. They are usually made from gems and are carved into wheel shapes with a hole in the middle. They are known as **Beads** or **Gems** and are meant to be worn on a strap of leather as a necklace or bracelet.

The oldest tradition for money are **Clay** tokens. These tokens are stamped with a kingly seal and shaped like a good or service. They come in shapes like jars, tools, and animals. These tokens work like beads on a necklace. They are fragile and uncommon. Clay tokens are equal in value to an obsidian bead. Clay tokens are worth 18 grains.

Obsidian beads are sharp wheel shapes carved from chunks of obsidian. There are simple faces carved onto both sides. Metal wires sometimes are wrapped around the coin so it can be strung onto jewelry. There are 10 obsidians in one amber. An obsidian is worth 18 grains.

Amber beads are teardrop shapes of amber affixed to meshes of copper wire. They are usually unique and can form the image of trees, animals, or religious symbols. There are 10 ambers in one garnet. An amber is worth one shekel.

Garnet gems are octagonal coins carved out of stone. There are pictures of animals carved into each side and a hole in the middle for stringing them onto leather straps. There are 10 garnets in one jade. A garnet is worth 10 shekels.

Jade beads are wheel shapes carved from jade. Their faces contain skillfully crafted designs depicting ancient epochs. There are square holes in the center of jades for stringing them onto jewelry. The holes are square so that they could be secured by the artisans who carved them. The jade material is not as precious as others, but their value is held from their history and fine art. There are 12 jades in a lapis. A jade is worth 100 shekels.

In ancient times, **Lapis Lazuli** gems were thought to be given by gods. Images of the sky, stars, and the heavens are carved into the sides of lapis. The hole in the center is often shaped like the sun or a crescent moon. These coins are very rare and have been used to represent 20 minas of silver. A lapis is worth 1200 shekels or 100 shekels of gold.

The value of foreign coins and ancient beads is well known by the wealthy and city officials. Their value has historic significance in the laws of many cities. Common merchants usually accept foreign coins as currency, but may not trust the value of beads without an official to weigh them.

Equipment

Characters carry **Equipment** with them. The types of equipment that a character will have in their inventory are **Weapons**, **Armor**, and **Items**. Weapons and armor must be equipped. Items are either usable items, such as potions and artifacts, or regular equipment, like tools and kits.

A character typically has a single weapon equipped and might have additional weapons in reserve. On a given turn, equipping a weapon is an instant action. Some characters, like the Bauru, can equip two weapons at a time.

Armor comes in a few categories. Body Armor, Helmets, and Shields. A character can equip one of each of these armor types. However, two handed weapons cannot be paired with shields.

Weapons and armor may have a list of skillset disciplines listed in their description. In order to use the weapon or armor without using untrained combat, the character will need to know a skillset in that discipline.

Equipment lists capture a variety of equipment in various categories. Categories of weapons and armor encompass a spectrum of equipment effects. When characters encounter weapons or armor that is not included in this list, there may be similar items with properties that can be copied. For the speed of the game, GMs are encouraged to copy properties for new and unique weapons from an existing item.

Weapons

Weapons are listed within **Categories**. Skills, effects, and physical damage types may specify a category of weapon. Weapons listed within that category will have similar features. The list of weapons in a category represents an array of capabilities of those weapons.

Weapons may be listed with restrictions. The following list of restrictions explains their properties.

Piercing - Uses piercing combat.

Ranged - Follows ranged combat.

Reloaded - Requires at least 1 round to reload.

Reach - Can be used at a range of 2 spaces.

Throwing - Throwing weapon.

Throwable - A melee weapon that can also be thrown.

Two-handed - Requires two hands. Cannot be wielded with shields.

Armor

There are three categories of armor. They are **Helmets**, **Shields**, and **Body Armor**. Characters can equip one piece of armor in each category. Shields are not used with two handed weapons, or other activities requiring both hands. Body armor usually includes additional pieces such as boots, armored skirts, and pauldrons. When body armor increases AC, it should be assumed to be a full suit of armor.

Some armors may inflict **Hindrances** while equipped. The description of the armor will list a stat and show what penalty it incurs. Some armor is listed as being powered by magic energy. These armors provide a bonus that can be activated immediately when needed. Once used, the magical power is spent until the morning of the following day.

Items and Regular Equipment

Equipment that is not a weapon or armor is treated as inventory items. This includes tools, artifacts, treasure, and regular equipment. Many inventory items are used and are simply called **Items**. These include potions and enchanted items. Other equipment that is required to perform an action is a **Tool**. Art supplies and instruments are examples of tools that are needed in order for a character to perform certain actions.

Items are used either as an instant action or a regular action. Potions and enchantments that modify an action are used instantly. This would include dipping a weapon in poison or drinking a potion that heals. Items that take an action, such as cast a spell, are used as standard actions. This would include magic tablets and magical artifacts.

Potions are magical brews that are normally drunk by the user. They come in many shapes and sizes. Magical **Tablets** are clay tablets with inscriptions that release power when read aloud and then broken. **Magical services** are available in town, and take place when the money is paid. These services are sought out at various places such as temples and merchants.

Some items can be **Multi-use**. A multi-use item has a die size written in its description. After using the item, roll that die. If the value is less than or equal to the character's Ftn, the item can be used again. If the number is too high, the item is used up. A roll of the maximum number on the die is an automatic failure, causing the item to be depleted.

Many enchanted items have permanent enchantments that provide a bonus. Others will have enchantment slots. They act like magic points and are depleted as the item is used. Some have a single magical ability that can be used multiple times. Others have a list of magical abilities that are each used only once before being spent. They are recharged the same way, restoring one slot at a time. Skills actions that provide a number of charges for a magic spell are not considered enchanted items with slots that can be recharged in this way.

At dawn each day, a permanent enchantment may recharge a single charge. The owner of the enchanted item concentrates on the item and rolls a fortune skill check. If there is at least 1 success, a single charge is restored and one of the owner's magic points is spent.

Merchants

Weapon Merchants

Knives

-  **Knife**
d6, throwable - 1 Shekel
-  **Jungle Knife**
d8 - 4 Shekels
-  **War Claws**
2d6, two-handed - 20 Shekels
Requires: Combat, Society, Artistry
-  **Trepanner**
d8 piercing - 24 Shekels
Requires: Society, Artistry
-  **Battle Horn**
d8 and d6 - 48 Shekels
-  **Wind blade**
2d6, throwable, returns to thrower on next turn - 192 Shekels
Requires: Combat, Social

Chain Weapons

-  **Threshing Flail**
2d6, two-handed - 2 Shekels
-  **Nunchaku**
d8 - 4 Shekels
-  **Chain sickle**
d10, two-handed - 12 Shekels
Requires: Combat, Society, Artistry
-  **Chain mace**
1d8 and d6 - 48 Shekels
Requires: Combat, Society
-  **Footman's Flail**
3d6, two-handed - 48 Shekels
Requires: Combat

Darts

-  **Blow gun**
d8, ranged, doesn't cause damage unless dart is enchanted or poisoned - 1 Shekel
-  **Sling**
d6, ranged - 75 Grains of Barley
-  **Hand star**
d6 piercing, thrown - 2 Shekels
-  **Throwing club**
d8, thrown - 2 Shekels
-  **Rope dart**
d8 piercing, thrown, reloaded - 8 Shekels
Requires: Combat, Society
-  **Bola**
d6, thrown, stops movement instead of causing damage - 3 Shekels
Requires: Combat, Society, Artistry
-  **Net**
d8, thrown, stops movement instead of causing damage - 12 Shekels
Requires: Society, Artistry
-  **Jagged burr**
d8 thrown, slows move by 1 until removed - 8 Shekels
Requires: Society
-  **Javelin**
d10 piercing, thrown - 72 Shekels
Requires: Combat, Society

Axes

-  **Wood ax/ Pick**
2d6, two-handed - 2 Shekels
-  **Hand axe**
d8, throwable d6 - 4 Shekels
-  **War axe**
d8 and d6 - 48 Shekels
Requires skills: Combat, Artistry, Society
-  **Battle axe**
d8 and 2d6, two-handed - 96 Shekels
Requires skills: Combat, Artistry
-  **Star axe**
2d8 and 1d6, two-handed - 192 Shekels
Requires skills: Combat
-  **War Mask**
3d8, two-handed - 576 Shekels
Requires skills: Combat





Blunt Weapons

-  **Club**
d6 - 15 Grains of Barley
-  **Mace**
2d6 - 4 Shekels
-  **War mace**
3d6 - 48 Shekels
Requires: Combat, Society, Artistry
-  **Skull crown**
4d6, two-handed - 384 Shekels
Requires: Combat
-  **Beast hammer**
5d6, two-handed - 576 Shekels
Requires: Combat






Swords

-  **Carved war club**
2d6 - 2 Shekels
-  **Short sword**
d8 - 24 Shekels
-  **Broadsword**
d10 - 72 Shekels
-  **Longsword**
d12 - 144 Shekels
Requires: Combat, Society
-  **Bastard sword**
d12 one-handed, or d12 and d8 two-handed - 288 Shekels
Requires: Combat, Society
-  **Saber**
2d8 - 288 Shekels
Requires: Combat, Society
-  **Falchion**
d10 and d8 - 384 Shekels
Requires: Combat

Two-handed Swords

-  **Messer**
d12 and d8, two-handed - 96 Shekels
-  **Two-handed sword**
d8 and 2d6, two-handed - 288 Shekels
Requires: Combat, Society
-  **Claymore**
d10 and 2d6, two-handed, reach - 576 Shekels
Requires: Combat
-  **Great sword**
d12 and 2d6, two-handed, reach - 864 Shekels
Requires: Combat

Staves

-  **Staff**
d6, two-handed, reach - 15 Grains of Barley
-  **Crook**
d8, two-handed, reach - 2 Shekels
-  **Tonfa**
d6, can wield two-handed for 2d6 - 4 Shekels
-  **Bone cane**
2d6, two-handed, reach - 18 Shekels
-  **Scythe**
2d6, two-handed, reach - 2 Shekels
Requires skills: Combat, Artistry

Pole Weapons






-  **Fired wood spear**
d6, throwable - 1 Shekel of Barley
-  **Flint wood spear**
d6 piercing - 1 Shekel
-  **Hunting spear**
d8 piercing, throwable - 3 Shekels
-  **Hand Arrow**
d10 piercing, requires Atlatl - 2 Shekels
Requires: Combat, Society
-  **Spear**
d10 piercing, two-handed, reach - 24 Shekels
-  **Pike**
d12 piercing, two-handed, reach - 96 Shekels
Requires: Combat, Society
-  **Crescent spear**
2d8, two-handed, reach - 48 Shekels
Requires: Combat
-  **War Scythe**
2d10, two-handed, reach 384 Shekels - Requires: Combat, Artistry
-  **Pole spike**
2d12, or d12 piercing, two-handed, reach - 864 Shekels
Requires: Combat

Bows


-  **Atlatl**
Ranged, Throws hand arrows - 15 Shekels
Requires: Combat, Society
-  **Self bow**
d6 piercing, two-handed, ranged - 75 Grains of Barley
-  **Shortbow**
2d6 piercing, two-handed, ranged - 144 Shekels
-  **Longbow**
2d8 piercing, two-handed, ranged - 384 Shekels
Requires: Combat, Society
-  **Composite bow**
2d10 piercing, two-handed, ranged - 576 Shekels
Requires: Combat, Society

Armor Merchants

Helmets

-  **Headdress**
Powered by magic for d6 which can defend piercing. - 4 Shekels
-  **Animal skull helm**
d6 - 4 Shekels
-  **Bronze helm**
d8 - 96 Shekels
-  **Great horned helm**
d6, Powered by magic for d10 which can defend piercing - 192 Shekels
Requires: Combat, Magic
-  **Full helm**
d8, +1 AC - 432 Shekels
Requires: Combat

Shields

-  **Bracers / Gauntlets**
d8, not effective against piercing - 32 Shekels
-  **Tribal shield**
d6 - 3 Shekels
-  **Round shield**
d8 - 96 Shekels
-  **Bronze shield**
d10 - 384 Shekels
-  **Great horn shield**
2d8 - 576 Shekels
Requires: Combat, Society
-  **Ancestral shield**
d10 and d8 - 864 Shekels
Requires: Combat, Society, Artistry
-  **Obsidian shield**
2d10, -1 Move - 1056 Shekels
Requires: Combat

Body Armor

-  **Robes/Cloak/Cape**
d6 - 1 Shekel
-  **Padded armor**
d8 - 48 Shekels
-  **Leather Armor**
2d6 - 72 Shekels
-  **Reinforced Leather**
d8 and d6 - 192 Shekels
-  **Bone splint**
2d6, +1 AC - 240 Shekels
Requires: Combat, Society, Artistry
-  **Chainmail**
3d6 - 432 Shekels
Requires: Combat, Society, Artistry
-  **Ringmail**
d8 and 2d6 - 672 Shekels
Requires: Combat, Society, Artistry
-  **Reptile Hide**
2d8 1d6, +1 AC, -1 Move, effective against piercing 1056 Shekels
Requires: Combat, Society
-  **Banded mail**
d10 and 2d8 - 1200 Shekels
Requires: Combat, Society
-  **Breastplate**
2d10 and d8, effective against piercing - 1600 Shekels
Requires: Combat
-  **Platemail**
3d10, +2 AC, effective against piercing, -1 Move - 2400 Shekels
Requires: Combat







Item Merchants

Tools & Standard Equipment






-  **Lock pick kit**
3 Shekels
-  **Rope**
4 Shekels
-  **Bed roll**
8 Shekels
-  **Tool belt**
For any discipline such as smithing or wood working - 8 Shekels
-  **Painting supplies**
24 Shekels
-  **Glass Bottle**
1 Shekel
-  **Mortar and Pestle**
1 Shekel
-  **Rations**
2 Shekels
-  **Bandages**
2 Shekels
-  **Surgeon's kit**
60 Shekels
-  **Medical herbs**
3 Shekels
-  **Writing Materials**
12 Shekels
-  **Small instrument**
i.e. Flute - 12 Shekels
-  **Medium instrument**
i.e. Lyre, marching drum - 96 Shekels
-  **Large instrument**
i.e. Harp, large drums - 480 Shekels

Magical Services and Merchants







Tablets

-  **Tablet of rumbling**
Everyone within 5 spaces must resist with Dex or be knocked over. 144 Shekels
-  **Tablet of fiery speech**
Shout an angry word and cause a blast of fire to attack two targets in sight with a 1 damage magic attack. 120 Shekels
-  **Tablet of tangling**
A target within 8 spaces is attacked by vines which sprout from the ground. They may not move for d6 rounds. 96 Shekels
-  **Tablet of lying**
A phantom projection of the reader appears on a point in sight and speaks to anyone nearby for d8 minutes. 120 Shekels
-  **Tablet of warding**
A seal forms on the reader's forehead. For d10 minutes, the reader's spell defense gains 2 Wis. 144 Shekels
-  **Tablet of luck**
The reader does not suffer penalties for d6 minutes. 120 Shekels.

Magical Services

-  **Recharge enchantment**
Recharge a single enchantment slot - 24 Shekels
-  **Cure ailments**
Cures poison and sickness after staying for a full day of treatment - 12 Shekels
-  **Uncurse**
Remove a curse made by person or beast - 96 Shekels
-  **Repair**
Fix damaged weapons or armor - 48 Shekels
-  **Exorcise**
Remove spirits that latch onto someone such as a possession or haunting - 196 Shekels.

Potions

-  **Stone skin**
3d8 defense for d10 rounds - 96 Shekels
-  **Feather fall**
No damage from falling for d10 rounds - 72 Shekels
-  **Energy**
Restore 1 MP per round for d6 rounds - 96 Shekels
-  **Health**
Restore d6 life points - 48 Shekels
-  **Angry bull**
For d10 rounds, attacks that do not miss knock target back 1 space - 24 Shekels
-  **Poison**
When applied to a piercing weapon, blade, or dart inflict 2 more points of damage on a successful hit. Multiuse (d6). - 24 Shekels

Stables and Breeders

Animals

Fowl - Farm or game bird

Str 1, Dex 3, Agl 3, Int 1, Wis 1, Con 1, Ftn 1, Move 6
d6 bite, 2d8 dodge
16 Shekels

Small Livestock - Goat, sheep, small pig, etc.

Str 3, Dex 2, Agl 1, Int 1, Wis 1, Con 3, Ftn 1, Move 4
2d6 kick, 2d6 dodge
36 Shekels.

Small Beast of Burden - Donkey, mule, ram, etc.

Str 4, Dex 2, Agl 1, Int 1, Wis 1, Con 4, Ftn 1, Move 5
2d6 kick, d8 dodge
60 Shekels.

Animal Companion - Dog, cat, weasel, etc.

Str 1, Dex 3, Agl 3, Int 2, Wis 2, Con 3, Ftn 3, Move 6
2d6 bite, 2d6 dodge
72 Shekels.

Livestock - Cow, hog, yak, etc.

Str 3, Dex 1, Agl 1, Int 1, Wis 1, Con 4, Ftn 1, Move 4
d6 kick, d8 defense
96 Shekels.

Beast of Burden - Bull, ox, etc.

Str 5, Dex 1, Agl 1, Int 1, Wis 1, Con 6, Ftn 1, Move 4
3d6 gore, 2d6 defense
144 Shekels.

Mount - Horse, camel, etc.

Str 3, Dex 3, Agl 1, Int 1, Wis 1, Con 5, Ftn 1, Move 7
2d6 kick, 2d6 defense
360 Shekels.

Great Beast - Elephant, Rhino, Hippopotamus, etc.

Str 7, Dex 1, Agl 1, Int 1, Wis 1, Con 10, Ftn 2, Move 4
3d8 charge, 2d8 defense
2400 Shekels.